

SEGA™

SEGA CD™

# Flink



 **VIC TOKAI INC.**

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FOR PLAY ON THE SEGA CD™ SYSTEM.



## HANDLING THE SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

### **WARNING:**

#### **READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT.  
AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

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# FLINK™

The peaceful people of Imagica Island lived a happy life, casting helpful spells and enjoying the uncommonly pleasant weather.

But their peace was destroyed when Wicked Wainwright, an evil Wizard, captured the four wise rulers of Imagica to take control of the Island. He transported the wise rulers' spirits into four hidden crystals, and scattered them throughout the Island.

Meanwhile, Wainwright's volcano headquarters belched a dark cloud of smoke across the land, bringing even more unhappiness to the people.

Flink, an apprentice Wizard, must travel the length and breadth of Imagica, clearing away the dark clouds, collecting magical ingredients and casting spells, in his quest to find the four crystals.

Once the crystals are reunited, they will open the gateway to the Wizard's lair, where Flink must face Wicked Wainwright in a showdown to recapture Imagica Island for the forces of good.



## OPTIONS

Use the Control Pad to chooser 'Options', then press A, B, or C to select from the following:

- Change Controls: Offers you different choices of control configuration.
- Continues: Allows you to re-start from your current position when all of your lives are gone. Choose between 3 and 5
- Practice: Allows you an unlimited number of continues. You cannot finish the final levels while in the 'Practice' mode.
- Language: Allows you to see the game text in French, German, Dutch, Spanish or English.

## CONTROLS

### Control Pad :

Left - Run left

Right - Run right (Note that Flink will begin moving slowly then start to run.)

Up - Climb up ropes/go through door-ways.

Down - Kneel to pick up objects/climb down ropes

### Buttons

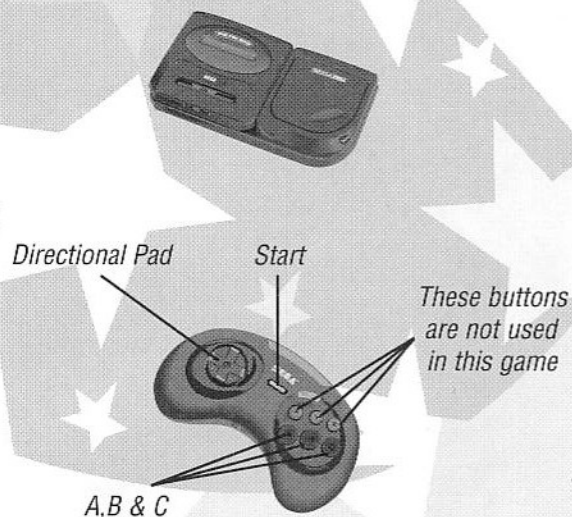
A: Action (throw an object, grab a climbing rope etc.)

B: Jump (the longer you press, the higher Flink will leap)

Swim (when in water).

C: Casts spells

Start button: Calls up the Magical Options Screen (the game is paused while the spell-menu is on-screen).



## COMBINATION CONTROLS

Down and Button 'A' - Allows Flink to kneel down and pick up objects.

Left, right, or up, and Button 'A' - Controls the direction in which Flink throws objects.

Left/right and Button 'B' - Controls the direction in which Flink jumps.

Down and left/right - Allows Flink to slide into his enemies. Only possible on steep slopes.

## THE MAGICAL OPTIONS SCREEN

As you guide Flink through the game, you can collect magic ingredients and scrolls. Pressing the 'start' button will summon up an options screen which allows you to mix and use spells.

A menu of options will appear. To move around these options, use the Control Pad. To select an option or item, use any button - 'A', 'B' or 'C'.

First choose the 'read scrolls' menu, and read any spell-scrolls you've collected. If you haven't collected any scrolls, you'll have none to read.

The scrolls tell you what ingredients each spell requires. But, as Flink is only an apprentice magician, they won't always be in the exact order!

To mix spells, leave the 'read scroll' screen (click on the 'arrow' icon) and choose the 'create spell' option.



The magical ingredients you have collected will be shown here. To put them in Flink's cauldron, pick the ones you want using any button - 'A', 'B' or 'C'. If you change your mind, the 'CLR' option will clear the ingredient slots and you can start again.

Once all three ingredient slots are filled, select 'mix' and Flink will put them in the cauldron. If you've put the right things in the right places, you've created a spell! If not, things might blow up in Flink's face!

Remember, every time you mix a spell, you lose the ingredients you've put in the cauldron, so use them carefully.

Each spell you've created will be shown on the 'select spell' screen as an emblem (to see them leave the 'create spell' screen and choose 'select spell'). If you want to use one, select it and it will be surrounded by a special spell-frame. To return to the game, press the start key.

To cast the spell displayed, press the 'C' button - if you've got enough magic energy it'll be cast; if you don't, it won't! In addition, a low magic energy level may even keep you from creating a spell in the first place! (When you don't have enough magic energy, the magic energy bottle in the top left hand corner of the screen will flash on and off).

## THE SPELLS

<b>Spirit bomb:</b>	Sends magic energy bombs towards your enemies.
<b>Demon spell:</b>	Summons up a helpful demon, but uses a lot of magic energy.
<b>Magic shield:</b>	Protects you against your enemies.
<b>Platform spell:</b>	Creates temporary platforms to visit those hard-to-reach areas!
<b>Dust devil:</b>	Sweeps away your foes with mini-tornadoes.
<b>Lightning spell:</b>	Creates an instant thunder-storm - look out below!
<b>Quick grow:</b>	Stand on a leaf and cast this spell to rise up high.

## SPECIAL ZONES AND SPELLS TO MATCH

Some parts of Imagica Island can only be visited by using special spells. You'll only be able to cast these when the time is right.

**Spirit world spell** - Carries Flink away to the metaphysical world

**Shrink spell** - Makes Flink small enough to enter a special secret zone!

## MAGIC ENERGY

Each time you squash one of your foes (by bouncing on their heads/throwing something at them etc.), you gain their magical energy. Your level of magic energy is displayed in the bottle on the top-left corner of the screen.

If an enemy hits you and you lose your energy, it will re-appear around you. You can grab some back if you're quick enough.

When you have no magic energy, your energy bottle (in the top left hand corner of the screen) will flash on and off. If you touch an enemy when you have no magic energy, you'll lose a life.

## TREASURE CHESTS

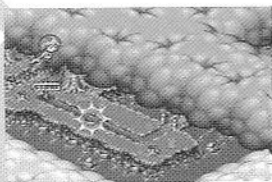
Assorted items (scrolls, magic ingredients, keys, extra energy etc.) can be found inside the Treasure Chests. You can also throw them at enemies - very effective! You can throw each Treasure Chest more than once, and sometimes you'll have to.

Some the Treasure Chests are pad-locked, but you can use keys to open them. Any keys you collect will be displayed on the 'spell select' menu. Just select a key as you would a spell and bounce on the chest to open it!

## HELP! INFORMATION SCROLLS

As well as spell scrolls, you'll find information scrolls (marked with the letter 'I'). Pick them up and read them (Down & Button 'A') for hints and playing tips.

## LEVEL SELECTION



Once you've completed a level, you can move on to the next, which will be revealed as the clouds roll back across Imagica Island. Use the Control Pad to fly between stages and use Button - 'A', 'B' or 'C' - to land.

If you want to re-visit a level you've already finished, to try and collect extra magic energy or spell ingredients. You can do this while in the between-levels selection screen.

If you don't want to complete the whole level all over again, choose the 'leave level' option on the magical options screen (press 'start' to see it). This will take you back to the level selection screen (remember, you can only do this on levels you've already completed).

## THE BAD GUYS

The evil agents of Wicked Wainwright have over-run the Island! Watch out for the Thieves (they'll steal your magic ingredients if you're not careful) and the Crazy 'Copters (a hint to remember when they fly around - you can throw things upwards, not just left or right). If you stun one of Wainwright's Warriors, you can pick him up and throw him as a weapon, but don't hang on to him for too long.

## Warranty

VIC TOKAI INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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France # 1,607,029; Japan # 1,632,396.

# FLINK WARRANTY CARD / RESPONSE CARD

Name of Gamer(s): \_\_\_\_\_ Phone: (    ) \_\_\_\_\_  
Address: \_\_\_\_\_ Birthdate(s) of Gamer(s): \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  Male  Female

- 1. Who else in your family plays?**  
 Brother(s)  Sister(s)  Dad  Mom  Spouse  Son(s)  Daughter(s)  
 Brother  Sister(s)  Dad  Mom  Spouse  Son(s)  Daughter(s)  Gamer  Other Relative
- 2. Who purchased the game?**  
 Friend  Magazine Review  Magazine Ad  Store
- 3. How did you first hear about this game?**  
 Sports  Puzzle  Arcade/Action  Adventure/Role Playing
- 4. What type of video games do you like?**  
 EGM  EG  VG  Game Player  Game Pro  Sega Visions  EGM<sup>2</sup>  
 Die Hard Game Fan  Nintendo Power  Other \_\_\_\_\_
- 5. What are your favorite video game magazines?**  
 Super NES  Jaguar  3DO  Game Boy  Game Gear  Sega Saturn  Personal Computer  Genesis 32X
- 6. Do you own any other systems?**  
 3DO  Jaguar  Sony PS-X  Genesis 32X  Sega Saturn
- 7. Which new system do you intend to buy?**  
 None  Other \_\_\_\_\_
- 8. Where did you purchase this game?**  
 Toy Store  Department Store  Video Store  Electronics/Computer Store  Other
- 9. Did you rent this game before purchasing?**  
 Yes  No

PLEASE NOTE: IN ORDER TO RECEIVE GAME COUNSELING OF ANY KIND, THIS CARD MUST BE COMPLETED AND RETURNED.

PLACE  
STAMP  
HERE



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